

FIG. 3A

P A Y L O A A D D

FIG. 3B

SOURCE AND RESPONDER NODES (LOOPBACK MODE)

ATM CELL HEADER
\$N
MODE 1
PSEUDONOISE BIT PATTERN

FIG. 3C

SOURCE AND RESPONDER NODES (TWO-WAY MODE)

ATM CELL HEADER
SN
MODE 2
PSEUDONOISE BIT PATTERN

FIG. 3D SOURCE NODE (HANDSHAKING MODE)

SN

MODE 3

DUMMY
DATA

FIG. 3E
RESPONDER NODE
(HANDSHAKING MODE)

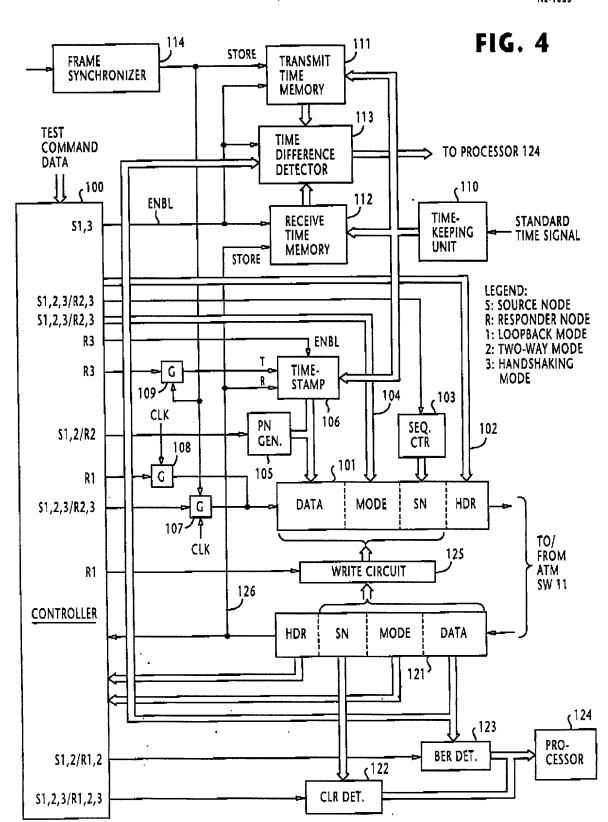
ATM CELL HEADER

SN

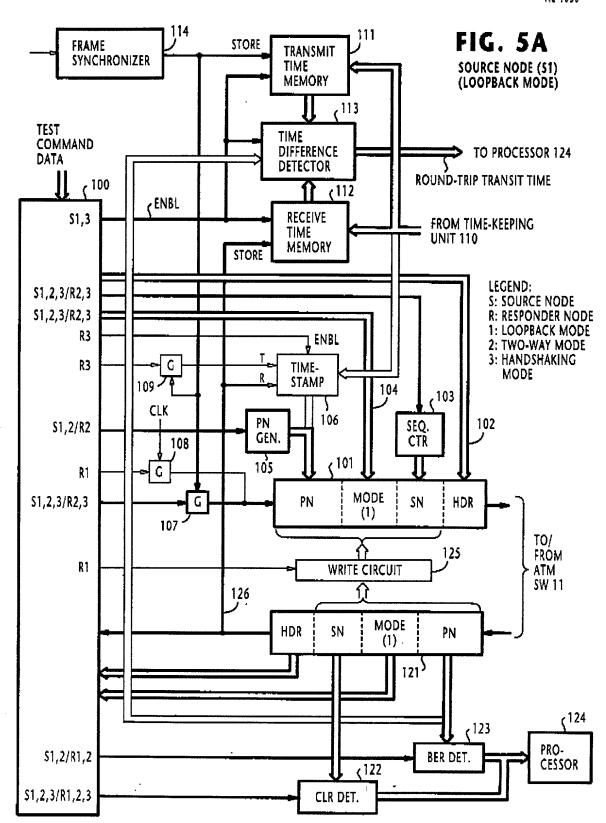
MODE 3

TIME-STAMPS

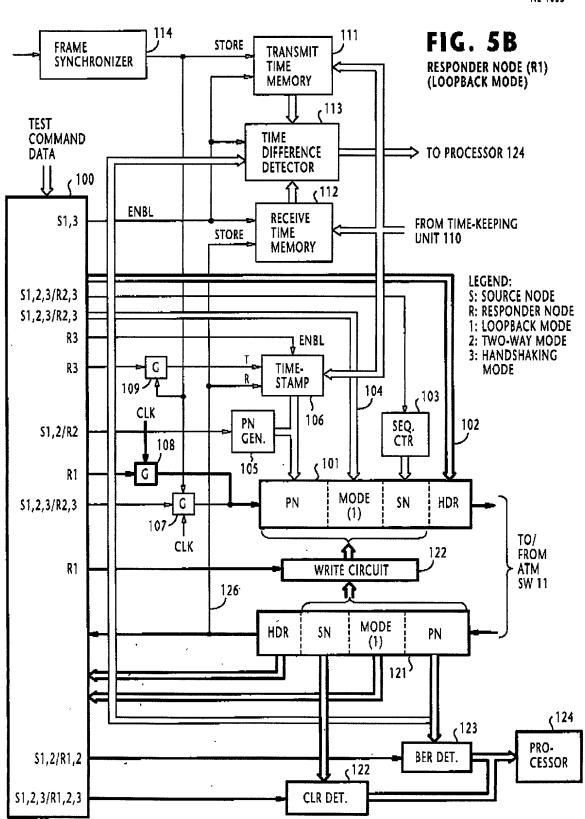




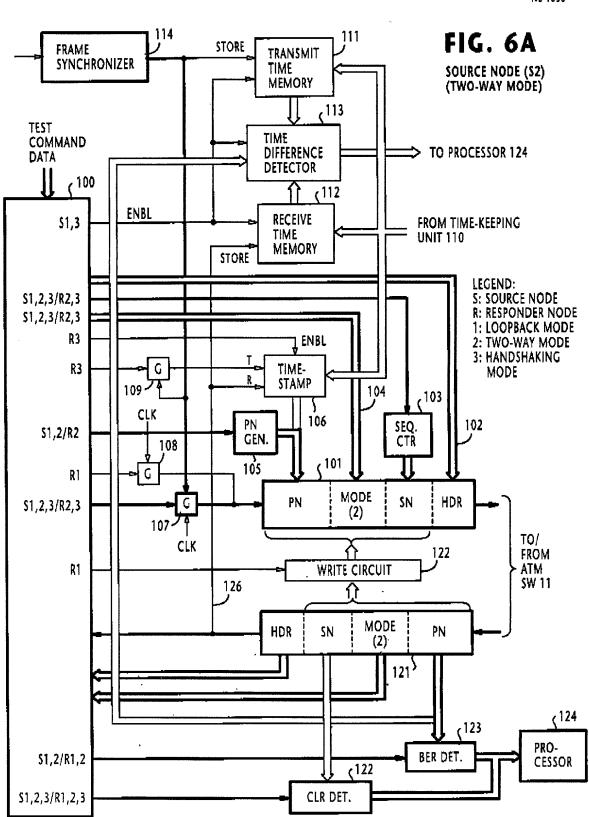
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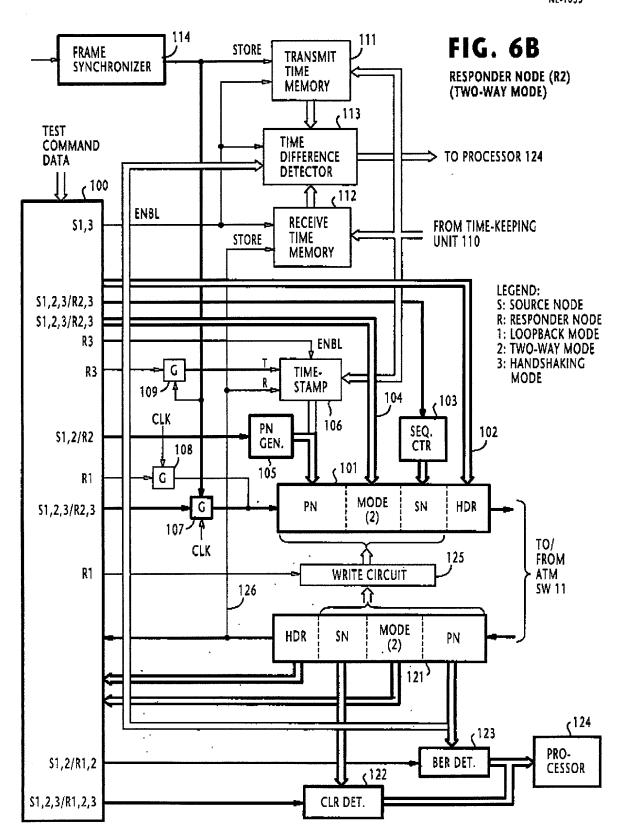






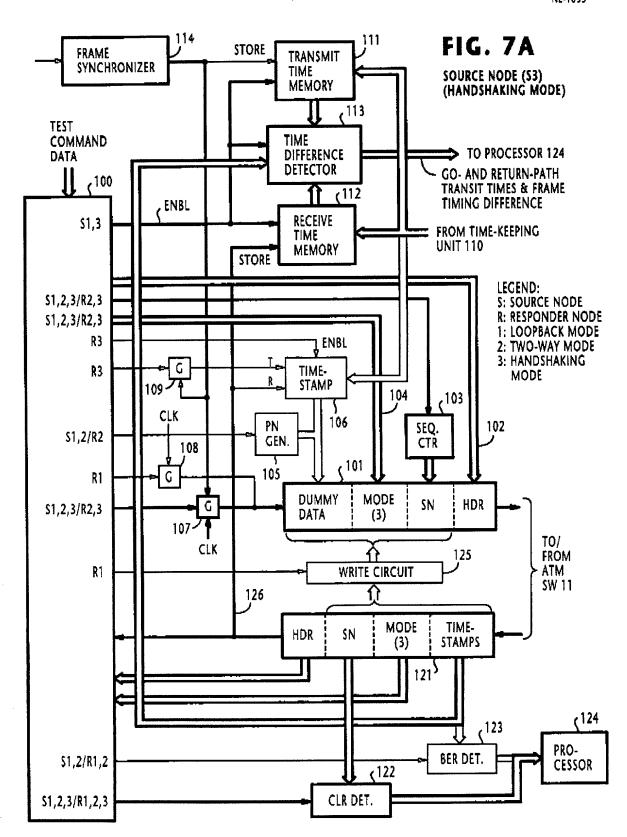


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The first are used to the first are the firs

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TRANSMIT

**MEMORY** 

TIME

STORE

111

114

FRAME

S1,2/R1,2

S1,2,3/R1,2,3

**SYNCHRONIZER** 

FIG. 7B

BER DET.

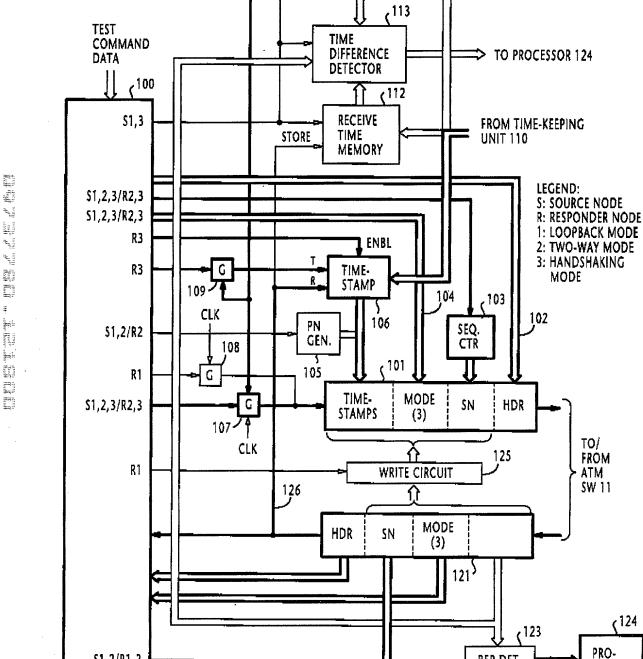
(122

CLR DET.

**CESSOR** 

**RESPONDER NODE (R3)** 

(HANDSHAKING MÔDÉ)



÷

**SOURCE** 

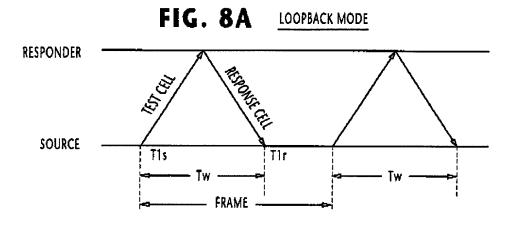


FIG. 8B TWO-WAY MODE

RESPONDER



FRAME

FRAME

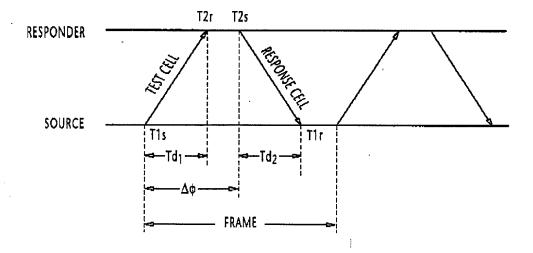
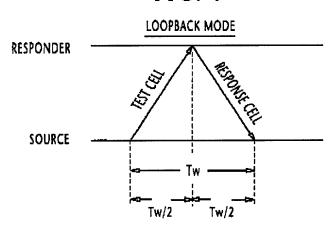
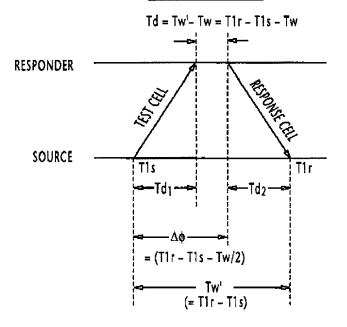


FIG. 9



## HANDSHAKING MODE



$$\begin{aligned} &\mathsf{Td}_1 = \Delta \varphi - \mathsf{Td} = \Delta \varphi - (\mathsf{T1r} - \mathsf{T1s} - \mathsf{Tw}) \\ &\mathsf{Td}_2 = \mathsf{Tw}' - \Delta \varphi = \mathsf{T1r} - \mathsf{T1s} - \Delta \varphi \end{aligned}$$

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FIG. 10

